Mouse Trap Part 1

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**Render Pipeline**

Our group decided to go with the Lightweight Render pipeline for performance in developing this project.

**Lighting**

Our project will likely *not* include lighting animations so we plan to primarily bake lighting information. Real-time lighting will be important for the characters and we discussed the possibility of using light probes.

**Importing**

* Static Meshes: Currently, we go into the Maya file and export as an FBX. We then import the FBX files into Unity.
* Animated Meshes: What we’ll do is export the model as an FBX and export the animations separately. For the animations we go into the animation file and select the animation and the rig and export selected.
* Textures:

**Collaboration**

We plan to split the project into primary and secondary roles.

Primary Roles

Ada & Gabriela - Lighting & Post Processing

Keegan & Jose - Materials and Shaders

Secondary Roles

Any additional work that is needed on volunteer basis

We plan to use a Multi-Scene workflow for the organization of the project files while working simultaneously.